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The complete War of Kings epic in one colossal collection! In the aftermath of the *Secret Invasion*, Black Bolt has led the Inhumans on a shockingly savage path to restore their strength and security. But that path has brought them into direct confrontation with the Shi'Ar Empire - and their mad ruler Vulcan! Who will get in the first strike? Who will fall on the bloody battlefield? Who will rule? The Imperial Guard, the Starjammers, the Inhuman Royal Family, and more of your favorite sci-fi characters are locked on a collision course!

**Collecting:** *War of Kings* 1-6, *War of Kings: Ascension* 1-4, *War of Kings: Darkhawk* 1-2, *War of Kings: Warriors*, *War of Kings: Who Will Rule?*, *War of Kings: Savage World of Sakaar*, *Marvel Spotlight War of Kings*

## War of Kings Details

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## From Reader Review War of Kings for online ebook

### Mike says

Mission: catch up on the last decade's worth of Inhumans. Reason: Inhumans are the new "mutants" of the MCU. Challenge: wade through some of the most tedious, second-rate, forgettable stories of the Marvel Universe that I've studiously avoided like a bad STD since getting back into Marvel comics. Round three: the War Of Kings event.

(This is only a review of the main War of Kings book. No way in \*hell\* anyone gonna trick me into reading the rest of the derivative third-rate drivel they padded this out with. Fuuuck that. I've read others' reviews - I don't hate myself that much.)

Oh lord, here we go with another nonsense of fucking made-up words for a bunch of irrelevant space aliens, worlds and races that either (a) you'd have to be a masochist to have read enough Marvel Cosmic to even recognize let alone care about or (b) are just there to make this tale seem more otherworldly.

Both ways, I end up feeling just so terribly bored, alienated and ready to punch either Abnett or Lanning when I get a chance to make them pay for this atrocity.

No matter how much fun one of these creators thinks it is to make up all this shit on the fly, it makes for very much more laborious storytelling. Every time some obscure word gets thrown in, the reader has to dig deep in their memory for any clues as to the context, meaning or importance of one of these trivia shards (and hope that the extraction process doesn't lacerate any important soft tissues).

I.E. I'm bored. I'm confused unnecessarily. I'm mad at the assholes who thought it'd be fun to put me through this. I'm having fantasies of practicing my Boy Scout knots with their entrails.

A funny thing happens about halfway through. Maybe their editor told the to get off their asses and start showing us something interesting, or maybe DnA realized they were way off schedule and couldn't afford to waste more pages on dull drivel. Whatever the cause, they finally buckled down and started \*doing\* shit. Blowing shit up, killing people, changing allegiances...actually dramatically interesting shit. THANK YOU. I was about to start counting loops on the noose.

By the time the great showdown happens, all I care about is finding out who dies and who takes over. So that I can file it away and understand a bit better what's going on in current Cosmic arcs. Not that it matters. Everyone who dies will come back (or already has), and eventually we'll regress to status quo, as is only normal in Big Two comics.

Did I enjoy this? Not really. Still find Inhumans staid and kinda boring. But they're infinitely better than the torture of getting dragged through the self-important but generally terrible politics of the Kree or Sh'iar. Lots of posturing about "duty" and petty, superficial "politics". Good god, give me Hickman any day to \*actually\* get how to make politics interesting. This is like children playing with plastic army men by comparison.

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## **Paul E. Morph says**

As far as Marvel's 'events' go, I really enjoyed this one. I'm currently doing a chronological read-through of all Marvel's (relatively) recent cosmic books (I've read quite a bit of it before but not in order and all in one go) and it's made me realise how much more cohesive their cosmic events are than the Earthbound ones.

This reads like one consistent story-line, rather than a bunch of sub-stories cobbled together with spit and twine, even when you factor in some of the crossovers. This is probably because these events only crossover into a limited number of books (mainly *Nova* and *Guardians of the Galaxy*) instead of trying to drag every book Marvel publish into the fray, turning it into an unreadable mess.

This is a nice slice of space opera with high stakes and enough action to keep most adrenaline junkies happy. It also has a nice epilogue that ties together some loose ends and sets up future plot developments quite nicely.

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## **Colby Pryor says**

What I cam away from War of Kings is how not to build a conflict between two families. I mean don't get me wrong, the book is well done, great story, great action, most of the characters are handled well. But as a writer I find that if I want to deal with war, to deal with royal families, and most importantly politics, I would read the A Song of Fire and Ice because that book handles the subject matter like how I would want to handle the subject matter. With War of Kings, at times it focuses too much on the action, on the war itself, instead of the political maneuverings behind the war. Like we barely get into Vulcan's head, what does Vulcan want, what his plans are, does he have one. Too much time is spent on the Inhumans and not enough on Vulcan and the political maneuverings of the Shiар Imperium. So as a writer, I respect this approach in dealing with cosmic conflict, which I am very much interested in and interested in playing with, it's not how I would handle the subject matter. So I learned which type of story I'm more interested in telling.

Otherwise, however, great book.

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## **J. says**

War of Kings makes for a much more cohesive story than the previous space epics Marvel tried. And the main plotline--the War of Kings book itself--is quite solid. Good pacing, good plot, nice twists and turns. It's a lot of fun. 5/5.

But the stuff surrounding it ranges from just mediocre to actually bad:

First, the whole Darkhawk storyline, which plays an important and interesting role in the main story, is just bad. It's poorly written, retcon-heavy, and, while the main twist is pretty cool and promising, the character is just too lame to care about. This is a character that was lame in the '90s. And if you remember how lame EVERYTHING was in the '90s, you'll know that's saying a lot. So (view spoiler) is good, but ultimately, it just doesn't make me care. 2/5.

As for the other random interludes: Gladiator's story is good in its own right, and it adds quite a bit of

poignancy (and, possibly, confusion) to his later actions. 4/5. Blaastar's story is fair, but doesn't contribute much. Actually, both the Lilandra story and the (too-long!) Skaar story are the same: not bad, but doesn't really affect anything. 3/5 for those. The Crystal story is terrible--poorly written, and overwrought. Blah. 0/5. (Faerber can do better.)

So, overall, a good story with some baggage unfortunately tied up with it.

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### **james cardelli says**

I have never been into the "space" books or science fiction reading and I read A LOT of books. For some reason, The Annihilation books just reached out to me at the comic book store so I went ahead and tried Annihilation 1. I was hooked from page 1. War of Kings is a great TPB and I would suggest it to anyone. I know we all have our own tastes but if these books could sway me into the "space"/ science fiction genre then I believe it can sway others. One this I would suggest though. If you have not read Annihilation TPB's 1,2 and 3 and Annihilation Conquest TPB's 1 and 2 I would suggest you read them first. Amazing writing and stunning art work. I learned that when reading these books you should not rush because a lot is said in each frame, both with dialoge and art. If I were asked to put these books on a list of top ten collections I could easily have them at #1. I love the Captain America TPB's from Winter Soldier through The Death of Captain America so the two would be a very close race. Just to add a little something about when you are looking for something new to read. Don't follow the hype of what people say. Follow what you heart tells you. I get a lot of heat for these two but I followed the hype on Allan Moore and Grant Morrison and was HIGHLY disappointed. I loved Watchmen but everything else by Alan Moore bored me to no end. I thought Morrisons JLA was horrible. BUT, like I said before, we all have different tastes and A LOT of people LOVE Morrisons JLA and all of Moores books so it's just one mans opinion. Enjoy your reading. Have a great day. TTYL.

JC

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### **Kyle says**

Good space opera. I'd recommend trying to get the 4-part War of Kings: Ascension to read in conjunction so Darkhawk's story doesn't seem to come out of left field.

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### **Neil says**

Abnett & Lanning... these guys always put out a quality product, and their latest cosmic super-adventure is right up there. With Paul Pelletier's clean and dynamic art, they paint a fast paced, high octane story of galactic war, letting the long languishing Inhumans take center stage in the classic galactic struggles between Kree, Skrull and Shi'ar.

This is a book steeped in Marvel tradition and continuity, and probably not all that interesting to non-comic geeks, but the pair of Dan and Andy know how to write in the Marvel tradition, and even utilize lame characters like Darkhawk in effective ways.

While the backup stories are often trite and predictable, especially the Darkhawk story, which had incredible

potential and ended up like something written in the '80s, the major story is a great superhero read.

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### **Terence says**

Black Bolt has become King of the Kree and finds himself at war with Vulcan and The Shi'ar Empire.

The wow factor is there with cool visuals, space battles, and explosions, but it was lacking heart. I couldn't find myself overly concerned with the events or outcomes overall. I was more torn up seeing Gladiator deal with his feelings than anything else that happened in War of Kings. Perhaps that's part of the issue with the Inhumans for some people. I don't find myself overly concerned with what happens with a King and his people in a world where the X-Men scrap for the betterment of mutants (any person or group of people who aren't the majority) and heroes like Captain America and Spider-Man try to protect everyone. Sitting back mostly aloof from everyone and everything outside themselves doesn't make them endearing. Marvel has a lot of work to do if they really want to replace Mutants with Inhumans in the MCU.

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### **John says**

I wanted to read some Inhumans comics and found this one cheap. Lots of characters, lots of political intrigue, long-winded speeches and a bit of space action, but not much to hold on to. It was easy enough to follow, but as I wasn't very familiar with or interested in most of the characters, I just didn't care. The art is very pleasing and kinetic, but it couldn't save the book for me.

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### **Kurt says**

Abnett and Lanning have done it again, telling a compelling story with Marvel's cosmic characters that rewards long-time fans while going in new directions. Like their previous work, this story isn't meant for brand-new readers, but anyone can enjoy the action and intrigue even without the sense of history. War of Kings follows from the Annihilation stories, Vulcan's rise to power, and Secret Invasion: Inhumans, and the more familiar a reader is with those tales, the richer this reading experience will be, but I entered with minimal exposure to Vulcan (I don't like the character) and still enjoyed the ride.

The basic story is that the Inhumans, as new leaders of the Kree, have made a diplomatic error in their mission to eradicate the Skrulls, so Vulcan brings the resources of the Shi'ar against them. Most of the characters are more nuanced than simple labels of "good guys" and "bad guys," but the Kree side is generally more sympathetic. Abnett and Lanning have a knack for presenting characters' good and bad sides, writing moving dialogue, and letting real events happen, like assassinations and betrayals and deaths that don't feel arbitrary. Also, the story does feel epic, with a one-issue prelude, six main issues, an epilogue issue, six issues of various related Darkhawk stories (where the art disappoints, but the storyline intrigues), a Skaar one-shot (which mostly ignores the uninteresting title character to draw out the complexities of two minor players from the main storyline), a two-issue collection of short stories, and a text-heavy issue of Marvel Spotlight.

I feel a little regret that I can't really share this book with friends who haven't already read the dozens of

relevant issues that precede it, but I was thrilled to read this next chapter for Marvel's cosmic characters and eagerly anticipate the stories that will flow from it.

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## Gavin says

My knowledge of Cosmic Marvel is limited, but I have read DnA (Dan Abnett and Alex Lanning) Guardians of the Galaxy. There's also some helpful info in the back of this book, like they used to do in old school books. The 2 have been working together for over 2 decades, mostly in the cosmic world, and it shows. They work very well together.

So it helps to have some context, and I can say I wasn't entirely lost, thanks in part to X-Men books, the X-Men cartoon in the 90s, and some GotG stuff.

This is an event, and there's supporting books around it, but you really can get away with just reading this.

It picks up at the end of Secret Invasion, which returns the REAL Black Bolt, as he was one who was replaced by a Skrull. The Inhumans were humans augmented by Kree experimentation, so they have every reason to hate the Kree, as well as the Skrulls.

Black Bolt is usually the strong silent one, and seems very in control...however, here, BB is in the mood for action.

More or less, he launches Attilan, the whole city, into space, and towards the Kree empire.

Apparently the Annihilation Event left the Kree nearly decimated, as I gathered. So when the Inhumans show up, Ronan the Accuser, who is the regent of the Kree Empire, surrenders the Kree to Black Bolt's rule. Ronan is to marry Crystal, Black Bolt's sister in law and former Johnny Storm paramour.

We see much of things through her eyes.

On the other side of the coin, we have the Shi'ar, ruled by the evil Summers brother, Gabriel, aka. Vulcan. So with the Shi'ar, we also know we'll see the Imperial Guard, headed up by the big purple monster (no not Barney; Gladiator.) We get a lot of things from his POV on the non Kree side.

Of course, we also end up seeing the Starjammers, now under command of Havok (Alex Summers) and Polaris (Crystal's sister in law from when she was married to Quicksilver, Lorna's brother). We also see Rachel Gray and a couple others, including Prof. X's old girlfriend...one Lilandra! (former empress of the Shi'ar)

This being cosmic, and galactic adventure, we also see everyone's faves; the Guardians of the Galaxy.

Luckily, the smaller teams (GotG and SJ) show up for action times and it's awesome action.

Pretty much, Vulcan is expanding the Shi'ar Empire, and Black Bolt is expanding the rule of the Inhumans after ages of being shat upon.

This is not a clear cut case of good versus evil, because we see that war drives even the good to bad actions, and even evil men can act for good in a roundabout way too.

Crystal and Ronan are married, before the war breaks out, so Crystal gets to see the Kree and feel for their pain.

Long story short, without spoilers? War, what is it good for? Fucking shit up and getting people killed. There's a huge throwdown between the 2 kings, and it is EPIC. There's also lots of fighting, and good people making Machiavellian level decisions, for the greater good, but actually evil when you look at it outside of the situation. However, it also lets us see the greatness of a few characters as they rise to cosmic levels of goodness. One in particular, I think, makes more sense to me now, based on what I know from the future of Marvel books.

It's pretty awesome, and even with only a passing knowledge of cosmic Marvel, this is a very fun ride. Even with none at all, you won't actually get lost, and you might learn some new characters. If anything, this makes me more inclined to read Cosmic Marvel (at least DnA stuff...) Mike, I want you to read this forthwith, and we shall discuss, and you shall inform my sensibilities about where to go next.

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### **Bradley says**

I have never read anything about the Inhumans before, but they seem rather interesting in a what the hell is going on kind of way. Still, I did enjoy it and I want to see a lot more in the future.

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### **Ariel Molina says**

Read with all tie-ins. It's a good atory overall, but reading it with all tie-ins slows down the story quite a bit, sometimes I was reading a certain series and wanted to continue reading the next issue, but the reading order told me I should go to another series first. While this generally leads to a better understanding of the storyline, and it's still the case in this event, specially in the beginning of the event with Havok fighting Vulcan.

That said, I believe the best parts were actually in the tie-ins with Darkhawk, Nova and the Guardians of the Galaxy.

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### **Matthew says**

Meh. It's ok. I just didn't find all the sound tech based on Black Bolts power as being that interesting. I mean what if Black Bolt died? Then how would all that tech work? And a flying city ship that can tear through anything because Black Bolt whispers into an oxygen mask? Yeah I guess. Its really a 2.5 but I am rounding up.

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### **Gerry Sacco says**

Wasn't bad but wasn't great. Got a bit lost in itself and had too many side characters being focused on, and not enough Inhuman material. Art was outstanding though.

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